DOCUMENT RESUME

ED 080 474 SP 006 751

TITLE	Official Basketball Rules for Girls and Women. July 1972 - July 1973. Reprint.
INSTITUTION	American Association for Health, Physical Education, and Recreation, Washington, D.C. Div. for Girls and Women's Sports.
PUB DATE	72
NOTE	48p.
AVAILABLE FROM	American Association for Health, Physical Education, and Recreation, 1201 Sixteenth St., N.W., Washington, D.C. 20036 ($.35)
EDRS PRICE	MF-$0.65 HC Not Available from EDRS.
DESCRIPTORS	*Athletics; *Equipment Standards; *Exercise (Physiology); *Physical Activities; *Standards; Womens Education
IDENTIFIERS	Basketball

ABSTRACT

The official American Association for Health, Physical Education, and Recreation (AAHPER) rules for girls and women's basketball, July 1972 - July 1973 are listed. Exact court measurements are given as are official scoring rules, timing procedures, duties of officials, definition of playing terms, violations and penalties, and officials' signals. (JB)

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REPRINT

Official Basketball RULES

For Girls and Women

JULY 1972 – JULY 1973

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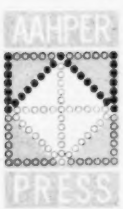
THE DIVISION FOR GIRLS AND WOMEN'S SPORTS
American Association for Health, Physical Education, and Recreation



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Division for Girls and Women's Sports of the
American Association for Health, Physical Education, and Recreation

Library of Congress Catalog Card No. 8-33026

Published by the
**AMERICAN ASSOCIATION FOR HEALTH,
PHYSICAL EDUCATION, AND RECREATION**

A National Affiliate of the National Education Association

1201 Sixteenth St., N.W. Washington, D.C. 20036

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1972-1973

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COMMENTS ON RULES

The Basketball Rules Committee has made an effort to clarify where there were conflicting interpretations, define where the need for a definition had become obvious, and write a rule if there appeared to be an unwritten rule handled by a Question and Answer.

The interpretation now placed on "tie ball," "blocked shot," "moving screen," and "three seconds in the lane" will vary somewhat from the 1971-72 interpretation used in some areas and "leagues". The committee is striving for consistency in interpretation of rules and is therefore attempting to be more specific in showing the intent of the rules in potentially difficult situations.

The committee needs the help of coaches and teachers in solving the problems related to the "blind pick" and "act of shooting." Several attempts have been made to write rules to alleviate the crises, but each effort seems to cause more problems or have too many loopholes. Please write to Jill Upton if you have any ideas which might help the committee in its deliberations regarding these issues.

Official Basketball Rules For Girls and Women

Adopted June 1899 at Springfield, Massachusetts. Revised by the Executive Committee of the Basketball Rules Committee, October 23, 1905 at New York City, with subsequent revisions annually since 1908.

Changes from the 1971-72 rules have been indicated by a star (*).
Changes in wording of rules have been indicated by a check (√).

THE GAME

Basketball for girls and women is a game played by two teams of five players each. The ball is passed, thrown, batted, bounced, handed, or rolled from one player to another. The purpose of each team is to get the ball into its own basket and prevent the other team from securing possession of the ball or scoring.

Playing Court
Backboards
Baskets
Ball

Rule 1. Facilities and Equipment

Section 1. THE PLAYING COURT

a. **THE PLAYING COURT** shall be a rectangular surface free from obstructions and shall have a maximum length of 94 feet and width of 50 feet, or a minimum length of 74 feet and width of 42 feet. The overhead clearance should be 22 feet or more. By mutual agreement of the captains, smaller courts may be used. The court shall be marked by well defined lines, two inches in width and, if possible, 10 feet from any outside obstruction. Contrasting colored floor areas may be used instead of 2-inch boundary lines, by painting or staining the out-of-bounds area in a width of 2 to 4 feet. The center circle and the areas between the free-throw lines and the endlines may also be painted or stained in order that the dividing lines between the two colors will be the boundaries. The court shall be divided into two equal parts by a line drawn parallel to the endlines. The division line shall be two inches wide.

b. **A CENTER RESTRAINING CIRCLE** having a radius of six feet and marked with a line two inches wide shall be marked in the center of the court.

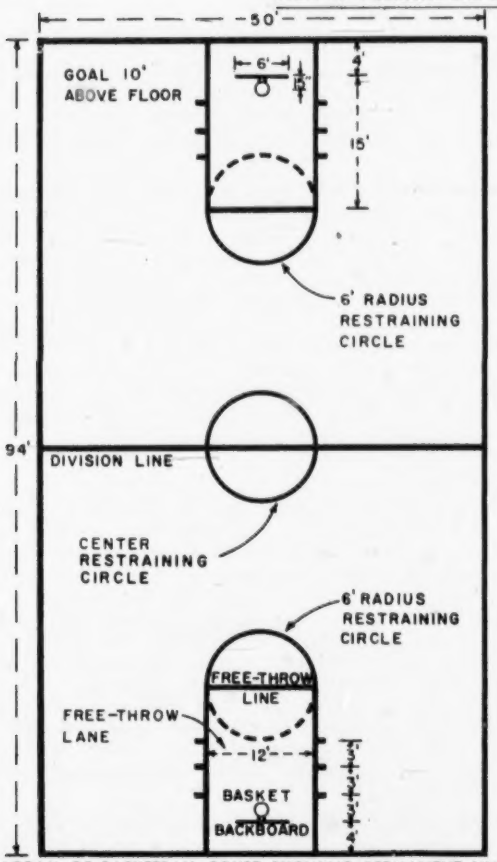

DIAGRAM OF BASKETBALL COURT SHOWING PERMANENT LINES

On short courts, when the backboard is placed against the wall, there shall be an end line, the inner edge of which is two inches out from the wall. On narrow courts, when the playing court is the full width of the floor, there shall be a side line, the inner edge of which is two inches out from the wall.

Rule 1. Facilities and Equipment

c. **A FREE-THROW LINE** shall be marked at each end of the court. These lines shall be two inches wide, drawn across each free-throw circle parallel to the endline. The farther edges of each free-throw line shall be 15 feet distant from the face of the backboard.

d. **A FREE-THROW LANE** shall be marked at each end of the court perpendicular to the endlines. These lines shall be two inches wide. The outside edges of these lines are six feet on either side of the middle points of the endlines. These perpendicular lines shall terminate at the free-throw line. Perpendicular to the outside of these lines shall be three lane space marks eight inches long and two inches wide, three, six, and nine feet respectively from the face of the backboard. These marks identify the lane spaces which extend from the outer edge of the lane lines three feet toward the sidelines. The free-throw circle has a radius of six feet outside measurement, the center of which is the midpoint on the free-throw line. The half of the circle within the free-throw lanes shall be marked by a broken line.

SECTION 2. BACKBOARDS shall be of plate glass, wood, or any other material which is permanently flat and rigid. All backboards shall be white and unmarked except where transparent material is used, in which case a rectangle, outlined by 2-inch lines, measuring 24 inches horizontally and 18 inches vertically, shall be centered around the basket. The backboards shall be located inside the court four feet from and parallel to each endline, except on short courts where they may be placed directly over the endline. The lower edges of the backboard shall be nine feet above the floor. The backboards shall be protected from spectators to a distance of at least three feet in all directions. The backboard shall be either rectangular or fan-shaped. The dimensions of these boards are indicated in the diagram on page 121.

SECTION 3. THE BASKETS shall be nets of white cord or other material, suspended from metal rings of 18-inch inside diameter. The metal of each ring shall not be more than ¾ of an inch in diameter, with the exception of the addition of small gauge loops on the under-edge for attaching the nets. The rings shall be a bright orange color. The rings shall be parallel to the floor, rigidly attached to the backboards 10 feet above the floor, and equidistant from the vertical edges of the backboards

in such a way that the nearest point of the inside edge shall be 6 inches from the face of the backboard. The nets shall be 2 feet in length and shall be constructed so as to check the ball momentarily as it passes through the basket.

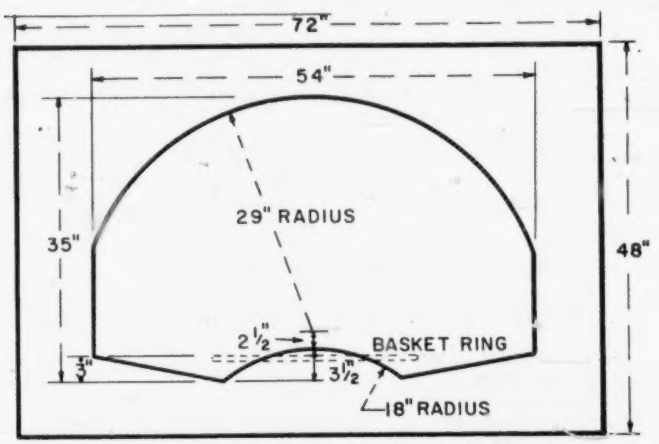

Diagram of rectangular and fan-shaped backboards.

SECTION 4. THE BALL shall be round and may have a leather, synthetic material, or rubber case, provided that it meets all other specifications. It shall weigh between 20 and 22 ounces, with a circumference of 29½ to 30¼ inches. The ball shall be inflated to manufacturer's specifications and be such that when it is dropped to the playing court from a height of six feet, measured from the bottom of the ball, it will bounce between 49 and 54 inches, measured to the top of the ball.

The home team shall provide a ball which is satisfactory to the official in charge of the game. If not satisfied, the official may choose to use the visiting team's ball. If a used ball is provided, the team whose ball is not chosen shall have it as their practice ball. If a new (unused) ball is provided, neither team shall use it in practice.

Rule 2. Officials and Their Duties

Officials
Scorers
Timers

There shall be two officials, one of whom shall be designated as the official in charge of the game. Each team may choose one official, or the home team may select both officials.[1] The official with the higher rating shall be in charge of the game. If both officials have the same rating, the home team shall choose the official in charge of the game. On a neutral court, the official in charge of the game shall be decided by a toss of a coin.

These officials shall be assisted by two timers, two scorers, and a 30-second clock operator. A single scorer may be used if she is trained and is acceptable to both teams. The assistant timer may act as the 30-second clock operator.

The home team shall have the choice of providing either the official scorer or the official timer unless otherwise agreed upon. On a neutral court, a toss of a coin shall determine which team shall be designated as the home team and which shall be designated as the visiting team.

GENERAL INFORMATION FOR OFFICIALS

1. The officials shall conduct the game in accordance with the rules.
2. The officials shall use the techniques and follow the procedures outlined in the article on techniques of officiating basketball.
3. The officials shall not be connected in any way with either team.
4. The officials should be sure of the date, time, and place for the game, and should arrive at the playing court 15 or 20 minutes ahead of time.
5. The officials shall wear uniforms which allow freedom of movement and which are distinct from those worn by either team.
6. The officials should inspect the playing court, boundaries, and equipment, and clarify all ground rules to both teams and coaches.
7. The officials shall see that the timing devices are in order, that timers understand how to use them, and that scorers understand the official method of scoring. Any timer or scorer may be removed during the game for inefficiency.

[1] It is strongly recommended that officials rated by the Officiating Services Area of the Division for Girls and Women's Sports be secured.

8. The officials should not permit any player to wear jewelry, braces, or casts which might be dangerous to other players.
9. Each official shall have the power to make decisions for infringement of rules committed at any time during playing time or intermissions, until time is called ending the game.
10. Neither official has the authority to set aside or question decisions made by the other, within the limits of their respective duties as outlined in these rules.
11. The officials shall sign the scorebook at the end of the game. This action officially terminates their connection with the game.
12. The officials shall use their own judgment in accordance with the general spirit of the rules.

Q1. May any individual or team foul be set aside by the captains and officials?

A. No. Officials may make decisions on any points not specifically covered in the rules, but may not change or set aside any of the rules governing fouls.

Q2. If a visible 30-second clock is not available, may the 30-second rule be ignored?

A. No. The 30-second rule is an essential part of the game. The 30-second clock operator may use a stopwatch and give a distinctive audible signal when the 30 seconds have elapsed.

SECTION 1. THE OFFICIAL IN CHARGE OF THE GAME shall–

a. Instruct the visiting captain, or the captain who wins the toss, to take her choice of baskets
b. Approve the ball which shall be used in the game
c. Check the scorebook two minutes before the game is scheduled to begin to see that names and numbers of players are listed and that the starting lineup is indicated
d. Have the power to declare the game a default or to cancel the game
e. Notify each captain three minutes before each half is scheduled to begin
f. Check the scorebook and the scoreboard at the end of each quarter
g. Decide whether a goal shall count in case of disagreement
h. Make a decision when scorers and timers disagree

i. Have the power to remove scorers and timers in case of inefficiency
j. Have the power to suspend the game for unsportsmanlike conduct in order to restore order, and to discontinue the game if order is not restored. Only two such suspensions of time shall be allowed in any one game
k. Make decisions on any points not specifically covered in the rules from the time the game begins until the scorebook is signed. This includes situations on or off the court during playing time or intermissions.

SECTION 2. THE OFFICIALS shall–
a. Decide whether ball is in play or dead
b. Blow the whistle when any of the following occurs
(1) Jump ball
(2) Violation
(3) Foul
(4) Time-out
(5) Suspension of play for any reason
(6) Sounding of timers' or scorers' horn
c. Have the power to order time-out or time-in
d. Administer jump balls and penalties for violations
e. Administer all penalties for fouls and indicate free throws when made
f. Indicate field goals
g. Notify players that the game is in the last two minutes of the fourth quarter
h. Give players permission to leave the court
i. Recognize substitutes
j. Prohibit practice when the ball is dead except between the halves. At the end of the first half, secure the game ball so that neither team uses it for practice
k. Notify teams and scorers if time allowed for substitution has been exceeded
l. Warn a player when she has four fouls and notify her when she is disqualified

SECTION 3. SCORERS. The scorebook of the official scorer shall be official and shall be the only book on the scorer's table throughout the game. Only the official scorer shall record the score. The record shall be checked by the assistant scorer who may copy the score into her book only at half time and at the

end of the game. The scorers shall be provided with a horn with which to signal. There shall be no change of scorers at any time during the game except in case of inefficiency. The official scorer shall–

a. Keep the record in the official scorebook. The individual players' records kept in the scorebook shall constitute the official score of the game
b. Notify the officials *immediately* when a player whose name is not legally listed in the scorebook enters the game
c. Notify the officials *immediately* when a player should be warned for having committed four fouls
d. Notify the officials *immediately* when a player should be disqualified, *whether or not she has been warned.* A player shall be disqualified for (a) five fouls, or (b) a single disqualifying foul
e. Notify the officials *immediately* when a team has taken a sixth time-out
f. Notify the officials on the first dead ball in case of any disagreement concerning the record in the scorebook. If the scorers fail to notify the officials, the record in the official scorebook shall stand unless the officials' knowledge permits a change at a later time. The final decision shall be made by the official in charge of the game
g. Sound the horn to indicate a substitution. The sounding of the scorer's horn does *not* stop the game
h. Sound the horn when the ball is dead to notify the officials when a coach requests a team time-out
i. Keep the record of the game in accordance with the specifications indicated in the official scorebook
j. In the event of a double foul, encircle in the scorebook the diagonal lines indicating a double foul
*k. See that a score shall stand which was made by a disqualified or illegal player when an official was not notified

Q. Can a team protest baskets made by an illegal substitute?
A. Yes, but the score shall stand since the error was due to the inefficiency of the scorers. The blame cannot be placed on either team since each team supplies one scorer, and the responsibility rests with her.

SECTION 4. TIMERS

a. **THE OFFICIAL TIMER** shall handle the game clock. It shall be placed on a table before the timers so that both may see it.

Rule 2. Officials and Their Duties

The official timer shall be provided with a horn with which to signal. The use of an electric clock is permitted if agreeable to both teams. Such a clock should be operated by an experienced person who must be approved by both teams. The official timer shall–

(1) Start the clock
   (a) As soon as the ball is tapped by one of the players on a jump ball
   (b) When the ball touches a player on the court on a throw-in from out of bounds
   (c) As soon as the ball touches a player on the court after a free throw which hits the ring but does not enter the basket.

(2) Stop the clock on the official's whistle for
   (a) Fouls
   (b) Violations
   (c) Jump balls
   (d) Team time-outs
   (e) Injuries
   (f) Ball lodging in supports of basket
   (g) Substitution
   (h) Any reason deemed necessary by the officials.

(3) Notify the official in charge of the game more than three minutes before each half is to start so that the teams can be notified.

(4) Notify scorer two minutes before starting time.

(5) Notify the officials on the first dead ball when there are two minutes or less remaining in the fourth quarter.

(6) Sound the horn at the end of each quarter. In case the horn is not heard, the timer should go on the court to notify the nearer official of the expiration of playing time. If a goal has been made or a foul has occurred, the official in charge of the game shall consult the timers. If both timers agree that time was up before the ball was in the air, the official shall rule that the goal does not count. If they agree that time was up before the foul occurred, the foul shall not be called. If they disagree, the goal shall count and the foul shall be penalized, unless the official has knowledge which would alter this ruling. The timer's signal at the end of the fourth quarter officially ends the game.

Q. *A substitute reports to the scorer. On the first dead ball the official timer stops her clock as the scorer sounds the buzzer. Is this correct procedure?*

A. No. The timer stops the clock on the official's whistle only. The scorers' horn does not stop play or the clock.

NAME OF TEAM HIGH STEPPERS

NAMES OF PLAYERS	NUMBERS	TIMES IN GAME	GOALS 1st QUARTER	GOALS 2nd QUARTER	INDIVIDUAL FOULS	GOALS 3rd QUARTER	GOALS 4th QUARTER	SUMMARY FG	FT	3	PTS
AGNES SMITH	35	X	2 ⊘⊘		X 3 4 5						
DORIS BENSON	3	/		22	1 2 3 4 5						
BETTY BROWN	45				1 2 3 4 5						
ROBERTA SHAW	13	/	⊗⊗2	⊗⊘2	X 3 4 5						
THERESA WRIGHT	5	X	○2		1 2 3 4 5						
LILLIAN FOX (C)	43	X/	⊗	2	1 2 3 4 5						
LYNN WATSON	14				1 2 3 4 5						
ISABEL JORDAN	4				1 2 3 4 5						
BRENDA MARTIN	23	X	2	2	⊘ 3 4 5						
JANE GREEN	44				1 2 3 4 5						
JOYCE MATHEWS	25	X			1 2 3 4 5						
MARY THOMPSON	15	/	2	⊗○	X 3 4 5						
MILDRED WILSON	24	/	22 ⊘⊗	⊗22	1 2 3 4 5						
					1 2 3 4 5						
					1 2 3 4 5						
OPPOSING PLAYER				2	1 2 3 4 5						

TEAM TIME-OUTS: / X 2 4 5 — TEAM FOULS: / 2 3 4 5 — TOTALS

WON BY _____ SCORE _____ DATE FEBRUARY 10, 1972 PLACE CENTRAL HIGH

RUNNING SCORE: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

METHOD OF SCORING BASKETBALL

To score a field goal, mark a figure 2; for a free throw, draw a circle; if the free throw is made, mark an X in the circle. When two free throws are awarded for one foul, draw a line joining the two circles. In the event that a free throw is awarded for a violation by an opposing player on a missed free throw, the same circle is used for the substitute free throw. If the basket is made, an X is placed in the original circle. Indicate individual or team fouls and team time-outs by drawing a diagonal line across the number in the space provided. If additional spaces for team fouls are needed, they may be added. In the event of a double foul, encircle the diagonal line. Names and numbers of all players shall be listed in the proper spaces before the start of the game. The starting lineup is indicated by tally marks in the Times in Game column and a c is written after the captain's name. When a substitute enters the game, place the mark in the proper column and cross out that of the player leaving the game. If a player reenters the game, place an additional mark in the Times in Game column. There can be no more than five nor less than four uncrossed marks appearing on the scoresheet at any one time. In the running score, a diagonal line should be drawn through two points when a field goal is made

and through one point for every free throw made. The sample scoresheet above shows only one page of a regulation scorebook. There is a similar page for the opponents. If an opposing player makes a goal, record it in the space below the listing of players of the team for whom the goal is to be scored; write opposing player and place the 2 under the column for proper quarter. The recording of the summary is not an official duty of the scorekeeper. In the event that this record is desired, each team should complete its own summary. The summary contains individual totals of field goals made (FG), free throws made (FT), fouls committed (F), and total points scored (PTS).

b. **THE ASSISTANT TIMER** shall handle a second timing device. She shall–
   (1) Check the time taken and indicate by sounding the horn when time-out has expired for
      (a) Substitution–30 seconds
      (b) Team time-out–1 minute
      (c) Intermissions.
   (2) Notify the nearer official if more than 30 seconds have been used for substitution.

c. **THE 30-SECOND CLOCK OPERATOR** shall control a separate timing device. She shall be provided with a horn with which to signal. She shall–
   (1) Start the timing device when a team initially gains possession of the ball
   (2) Stop the timing device
      (a) When the team loses possession of the ball (the mere touching the ball by an opponent does not start a new 30-second period if the same team remains in control of the ball)
      (b) When a foul occurs
      (c) When a tie ball occurs
      (d) When a try for goal is attempted
      (e) When the ball goes out of bounds

      In (2),(a) through (e) above:
      The timing device is reset when the ball is once again put into play.
      (f) When the team in possession of the ball calls a time-out
      (g) When a player becomes injured or loses a contact lens

In (2), (f) & (g) above:
Time shall be continued when play commences. A new 30-second period shall not be started.

(3) Sound her horn at the expiration of 30 seconds. This does not stop play unless recognized by the official's whistle.

Rule 3. Scoring and Timing Regulations

Score
Length of Game
Tie Game
Time-out
Time-in

SECTION 1. SCORING

Field goal	2 points
Free throw	1 point
Winner of game	Greatest number of points
Discontinued game	0-0
Defaulted game	2-0 or score stands

If a team defaults, the score shall be 2-0 unless the team defaulting has the lower score, in which case the score shall stand.

If a game is discontinued, the score shall be 0-0.

SECTION 2. LENGTH OF GAME

a. 8-minute quarters
b. 2-minute intermissions between quarters
c. 10-minute intermission between halves.

Playing time shall cease instantly when the timer's signal sounds at the end of each quarter unless the ball is in the air on a try for goal, in which case play shall continue until the goal is made or missed. When a foul is committed simultaneously with or just previous to the sounding of the timer's signal, a free throw or throws shall be attempted immediately.

SECTION 3. TIE GAME. If the score is tied at the expiration of playing time, the game shall be coatinued without change of baskets for one or more extra periods of three minutes each with an intermission of two minutes before each extra period. Each extra period shall be started by a jump ball in the center restraining circle between any two opposing players. Additional extra periods shall be played if the score is tied at the end of the first extra period. The game is terminated if either team is ahead at the end of any extra period.

Rule 3. Scoring and Timing Regulations

SECTION 4. TIME-OUT

a. A player on the court may request a team time-out from an official when her team is in possession of the ball or when the ball is dead.

b. A coach may request a team time-out from an official when her team is in possession of the ball and either from an official or through the scorer when the ball is dead.

c. Time-out shall be taken for
   (1) All fouls
   (2) Violations
   (3) Jump balls
   (4) Team time-outs–not more than one minute at the request of any team. Five time-outs without penalty for each team during regular playing time; one additional time-out on each extra period of a tie game
   (5) Substitutions–maximum of 30 seconds for *each* team (Exceeding this time is considered a team time-out.)
   (6) Injuries and loss of contact lens – charged to the team or officials at the discretion of the officials. If the injured player is removed from the game, the team shall not be charged with a time-out. The length of time-out taken should be at the discretion of the official. The player may not reenter the game until the next dead ball. Time-out shall be called at the first dead ball, or when the ball is in control of the injured player's team, or immediately when necessary to protect an injured player. Time-out shall be called when the ball is in control of the team whose player has lost her contact lens, or on the first dead ball, or immediately when necessary
   (7) Suspension–charged to the officials
   (8) Any occasion deemed necessary by an official.

Q1. May a coach approach the scoring table and ask for a team time-out when her team is in possession of the ball?

A. No. The coach may ask for a time-out from the scorer only when the ball is dead. The scorer has enough to occupy her attention without having the added work of checking on which team has possession of the ball before calling a time-out.

Q2. If a team takes only three time-outs during regular playing time how many time-outs may be taken during the first extra period?

A. Three. The team may use its two unused time-outs plus the additional time-out for the extra period.

SECTION 5. TIME-IN shall be taken–

a. On a jump ball as soon as the ball is tapped
b. On a throw-in from out of bounds as soon as the ball touches a player on the court
c. On a missed free throw as soon as the ball, which has touched the ring, touches a player on the court.

Rule 4. Definitions of Playing Terms

AIR DRIBBLE–A play in which a player, after giving impetus to the ball once by throwing or tapping it, touches it again before it has touched the floor or has been touched by another player.

***BLOCKED SHOT**–A successful attempt by a player to prevent an opponent from completing a shot for the goal by either–

a. Stopping the flight of the ball after it has left the opponent's hand or hands
b. Placing one or two hands on the ball while it is in the opponent's hand or hands.

CLOSELY GUARDED–The defensive player guards within three feet of the player with the ball.

DEAD BALL–The ball is dead whenever a whistle is blown and after a field goal. The clock is stopped on all dead balls except after a field goal.

DEFAULTED GAME–A game is considered defaulted when–

a. A team fails
   (1) To appear for a scheduled game
   (2) To be ready to play within 15 minutes after the time the game is scheduled to begin
   (3) To be ready for play within 1 minute at the beginning of the second half or after time-out has been taken for any reason
   (4) To play after being instructed to do so by the official in charge of the game
   (5) To have five players to start play and at least four to continue play
   (6) To have numbers on both front and back of uniforms.
b. A coach or team follower refuses to leave the gymnasium after being instructed to do so by an official.

Rule 4. Definitions of Playing Terms

DEFENSIVE PLAYER–A player whose team does not possess the ball.

DISCONTINUED GAME–Termination of the game because of persistent unsportsmanlike conduct on the part of spectators or for unforeseen emergencies.

DOUBLE VIOLATION–Violation called upon players of both teams simultaneously.

DRIBBLE–A play in which a player gives impetus to the ball one or more times, causing it to rebound from the floor, and touches or regains possession of it. The first impetus may be given with either or both hands by throwing, batting, or fumbling; subsequent contacts must be given with only one hand. The dribble ends when the player touches the ball with both hands, permits the ball to come to rest in one or both hands, or directs it to another player. The following are not considered dribbles:

a. Successive tries for goal
b. Fumbling which precedes controlled possession of ball
c. Attempts to gain control of the ball by–
   (1) Tapping it from the reach of other players striving for it
   (2) Batting it from the control of another player
   (3) Blocking a pass and recovering the ball
   (4) Blocking a shot and recovering the ball.

***FUMBLE**–A momentary loss and recovery of the possession of the ball by a player.

GOAL–A ball that passes through the basket from above, the impetus having been legally given by any player.

GOALTENDING–A player interfering with the ball or basket when the ball is on downward flight toward the basket, on the rim, or enroute through the basket. Touching the net is not considered interfering with the basket unless the net is caught hold of and jerked or the hand becomes entangled in the net and causes interference while the ball is within or on the edge of the basket.

HELD BALL–A player holding the ball more than five seconds when closely guarded.

INTERMISSION–The interval between quarters, halves, and extra playing periods.

JUMP BALL–A method of putting the ball into play by tossing it up between two opponents in one of the three restraining circles.

OFFENSIVE PLAYER–A player whose team has possession of the ball.

OWN BASKET–The basket for which a team is shooting.

PASS–Movement of the ball caused by a player throwing, bouncing, batting, handling, or rolling the ball to another player.

PIVOT–A play in which the player holding the ball steps once or more than once in any direction with the same foot. The other foot, called the pivot foot, is kept at its initial point of contact with the floor.

RESTRAINING CIRCLES–The circle with a six-foot radius in the center of the court and the free-throw circles.

THREE-SECOND LANE–That part of the free-throw lane between the free-throw line and the endline, including the lines bounding the area.

TRAVELING–Illegal progression in any direction while retaining possession of the ball inbounds.

Q1. May a player fumble a pass, catch the ball as it rebounds from the floor, and then dribble?

A. Yes. A player who received a poor pass and fumbled the ball may gain control of the ball and then dribble.

Q2. May a player fumble the ball in an attempt to regain control of the ball at the end of her dribble?

A. No. A fumble is legal only prior to actually gaining control of the ball. Once a player begins her dribble she is considered to be in control of the ball. A fumble at the end of the dribble constitutes an illegal dribble.

Q3. Is a goal legal if the ball passes up through the ring and then back down through the ring?

A. No. No goal is scored and the ball remains in play.

Rule 5. Players and Substitutes

Team
Captain
Substitutes
Numbers

SECTION 1. EACH TEAM consists of five players. There may be any number of substitutes. If a team has no substitutes and a player is disqualified, the team must play short. A team must have at least five players to start the game. If at any time so many players are disqualified that the team has less than four players available, the game is defaulted to the opponents. Players may address any official only on matters of interpretation or to obtain essential information.

SECTION 2. THE CAPTAIN (or co-captains) represents the team and shall direct and control its play. At least two minutes before the game is scheduled to start, the captain or coach shall supply the scorers with the names and numbers of all players and designate the starting lineup.

The captain, or someone appointed to act as the captain, must be on the playing court at all times.

SECTION 3. A SUBSTITUTE before going on the court must report to the scorer, giving name and number. If entry is at any time other than between quarters and halves, the scorer shall sound a horn when the ball is dead. The substitute shall remain outside the court until she is recognized by an official.

During intermissions the substitute must report to the scorer but is not required to be recognized by an official.

A substitute shall not replace a player who is to jump or take a free throw unless she is injured or disqualified.

A player who has left the game may not reenter until the next dead ball after play has resumed. Unless a player has been disqualified, she may reenter any number of times.

Q. May a substitution be made after a field goal?
A. Yes. Substitutions may be made on any dead ball.

SECTION 4. A NUMBER of solid color contrasting with the color of the uniform must be worn by each player and substitute on the front and back of the uniform. Failure to have numbers on both front and back will result in a defaulted game. The number worn on the back of the uniform should be at least six inches high, while that on the front should be at least four inches high, and neither less than ¾ of an inch wide. The single digits one and two should not be used, nor any digit over five. Combinations of two digits from zero to five should be used.

If both teams have uniforms or pinnies of the same color, the home team shall be obligated to change. If the game is played on a neutral court, the coaches shall agree upon contrasting colors prior to the day of the game.

Q. *If a team arrives at a game with uniforms which have numbers only on the back (or front), must the official in charge of the game call a defaulted game?*

A. Yes, unless the team can put numbers on the uniforms in time to start the game. Paper, tape, or ink numbers may be used to temporarily solve the problem.

Rule 6. Putting Ball in Play

Preliminaries
Starting Play
Jump Ball
Handling Ball
Tie Ball

SECTION 1. PRELIMINARIES. Before the game starts, the officials shall explain ground rules to both teams and their coaches and answer questions. The captain of the visiting team shall have the choice of basket. Thereafter, whenever a field goal is scored, the ball is put in play by an opponent out of bounds at any point behind the endline where the goal was scored. The player who initially positions herself behind the endline with the ball in her possession must throw the ball into the court. Teams shall exchange goals at the end of the first half.

Q1. *Which team puts the ball in play after a player scores a field goal for the opposing team?*

A. The ball is put in play by an opponent of the team which is credited with the score.

Q2. *Following a Blue goal, a player from the Red team catches the ball as it falls through the net and lands out of bounds. Must this player who has the ball out of bounds pass the ball inbounds or may a teammate do so?*

A. A teammate may take the throw-in. The Red player who retrieved the ball as it came through the net has not positioned herself with the ball behind the endline. She has merely retrieved the ball following the goal. "Positioning" implies standing in a position of readiness to put the ball in play.

Rule 6. Putting Ball in Play

SECTION 2. STARTING PLAY. Both teams must be ready to play within 15 minutes after the time scheduled for the game to start. At the expiration of this time, if only one team is ready, the official in charge of the game may declare a default. If neither team is ready, the game shall be canceled.

At the beginning of the second half or after time-out has been taken, if one team is on the floor ready for play within one minute after the official calls play and the other team has only four players ready for play, the ball shall be put in play in the same manner as if both teams were complete. The fifth player may enter the game by following the procedure for substitution. If one team has fewer than four players, the game shall be defaulted to the team which is ready.

Each quarter shall be started with a jump ball between any two opposing players in the center circle.

(Exception: If an unsportsmanlike conduct foul has been called during an intermission, the free throw shall be awarded and the ball given to the non-offending team out of bounds at the center line.)

SECTION 3. JUMP BALL

a. A jump ball is taken in the *center restraining circle* between any two opposing players—
   (1) At the beginning of each quarter
   (2) After a double foul
   (3) At the beginning of each extra period of a tie game.

b. The ball is put in play by a jump ball in the center of the *nearest restraining circle* when the following occur:
   (1) Tie ball
   (2) Held ball
   (3) Double violation
   (4) Simultaneous contact by two opponents causing the ball to go out of bounds, or if there is doubt as to who last touched it before it went out of bounds
   (5) A ball inbounds and not in possession of a player when time-out is taken for injury
   (6) The ball lodging in the supports of a basket.

   In situations (1), (2), (3), and (4) above, the jump shall be between the players involved unless injury or disqualification requires substitution for a jumper, in which case the substitute shall jump. In situations (5) and (6), the jump shall be between any two opponents.

c. The following regulations govern a jump ball–
   (1) Time-out is taken as the official signals
   (2) Time-in is taken as the ball is tapped by one of the players
   (3) Each jumper must stay in that half of the restraining circle which is farthest from her own basket, and all other players must remain outside the restraining circle until the ball is tapped. Opponents are entitled to alternate positions around the restraining circle if they so indicate before the official is ready to toss the ball
   (4) An official shall toss the ball between the two opponents in a plane perpendicular to the floor and upward to a height greater than either of them can reach when jumping, so that it will drop between them. If the ball touches the floor without being tapped by either of the jumpers, the official shall repeat the play
   (5) The ball, after having reached its highest point, must be tapped by one or both players. One or two hands may be used. Neither player may tap the ball more than twice.

SECTION 4. HANDLING THE BALL. A player may–

a. Throw, bat, bounce, hand, or roll the ball to another player, or throw for goal
b. Catch, retain, or throw the ball with one or both hands
c. Take or tap the ball from an opponent. (The hand is considered to be part of the ball when in contact with the ball.)
d. Advance the ball by means of a dribble or an air dribble, taking any number of steps between the release and the recovery of the ball
e. Hold the ball for 5 seconds inbounds if closely guarded, 5 seconds out of bounds, and 10 seconds on a free throw
f. Touch the ball to the floor while retaining possession of it. This shall not be considered part of a dribble
g. Use two steps after receiving the ball in the air, on the run, or on the completion of a dribble
h. Catch the ball while both feet are off the floor, land on both feet simultaneously, and take a second step on either foot
i. Catch the ball while both feet are off the floor, land on one foot, and take a second step on either foot or on both feet simultaneously.
j. Use either foot as a pivot foot after catching the ball while standing still

k. Use either foot as a pivot foot after coming to a stop on the first step
l. Use the rear foot as the pivot foot after a two-step stop when catching the ball in the air or at the end of a run, dribble, or air dribble. If one foot is in advance of the other, only the rear foot may be used
m. Lift the pivot foot when releasing the ball for a pass, try for goal or dribble. The ball must leave the hands before the pivot foot again touches the floor
n. Jump while holding the ball, provided it is released before landing from the jump
o. Continue to play a ball which happens to touch an official on the playing court.

Q1. *Is it legal for a player outside the lane to hold the ball longer than five seconds?*
Yes. She may hold it indefinitely, provided an opponent guards her at a distance greater than three feet. As soon as an opponent guards within three feet, the player may hold the ball a maximum of five seconds.

Q2. *What is a two-step stop?*
When catching the ball on the move, a player may step on one foot (step 1) and then on the other (step 2); *or* on one foot (step 1) and then hop onto the same foot (step 2); *or* on one foot (step 1) and then jump onto both feet simultaneously (step 2); *or* on both feet simultaneously (step 1) and then on either foot (step 2).

SECTION 5. TIE BALL occurs–

√a. When two players of opposing teams have one or both hands so firmly on the ball that neither can gain sole possession without undue roughness.
*b. When a blocked shot results in a momentary suspension of the ball between the hands of two opposing players.

A tie must be made without personal contact with the body of the opponent except for the hands. The hands are considered part of the ball, when on the ball.

If two players of the same team tie the ball and the official sounds her whistle in error, the ball shall be put in play from out of bounds by one of the players.

When the ball has been tied by more than two players, the official shall select one of the players from each team to take the jump.

Q. A player jumps to shot. Her opponent attempts to block the ball, but only succeeds in brushing it. Can the offensive player return to the floor with the ball?

A. No. The opponent did not block the ball because her hand was never firmly in contact with the ball and a traveling violation should be called.

SECTION 6. SPECTATOR INTERFERENCE. If a spectator interferes with the flight of the ball–

a. During the free throw, the goal, if made, shall not count, and whether made or missed, the free throw shall be repeated

b. During an attempt for a field goal, the goal, if made, shall not count, and whether made or missed, the ball shall be awarded out of bounds at the sideline to the team which made the attempt

c. At any other time during play, the ball shall be awarded out of bounds at the sideline to the team which last had possession of it.

Rule 7. Out-of-Bounds

When Awarded
Player
Ball
Ceiling
Throw-In
Limited Space

SECTION 1. THE BALL IS AWARDED OUT OF BOUNDS

a. At the sideline after–
   (1) A violation
   (2) A dead ball while a team is in possession and no foul is involved
   (3) Spectator interference except during a free throw
   (4) A free throw (or throws), whether successful or unsuccessful, for a foul given for unsportsmanlike conduct or unnecessary roughness.

b. At the endline after–
   (1) A successful field goal
   (2) A successful free throw, except following a double foul or a free throw awarded during intermission.

Q. If a player causes the ball to go out of bounds over the endline, where specifically is it put in play?

A. Outside the court at the sideline, as close as possible to the end of the court.

Rule 7. Out-of-Bounds

SECTION 2. A PLAYER–

a. **WITH THE BALL IS OUT OF BOUNDS** when she touches the floor or any object on or outside a boundary line.

b. **WITHOUT THE BALL** may run out of bounds provided she does not return at a more advantageous position.

c. **MAY NOT LEAVE THE PLAYING COURT** without permission of an official except during intermissions. When time-out is charged to a team, players may leave the court in order to confer with their coaches at or near their benches.

√**SECTION 3. THE BALL IS OUT OF BOUNDS** when it touches the floor or any person or object on or outside the boundary line, the supports, or back of the backboard. (All four edges of the backboard are inbounds.)

The last player to touch the ball before it goes out of bounds is held responsible for the ball leaving the court. If the ball is out of bounds because it has touched a player who is on or outside a boundary line, that player is responsible for the out-of-bounds ball. If a player bats the ball back into the court while her body is in the air outside the court, and if she has not touched the boundary line, floor, or any object outside the boundary line, the ball is still inbounds.

If the ball is batted out of bounds by one player on a jump ball, regular out-of-bounds rules shall apply.

If two opponents touch the ball simultaneously, sending it out of bounds, or if the official is unable to determine who last touched the ball, the opponents shall take a jump ball in the nearest restraining circle.

Q1. On an out-of-bounds play, the ball is batted by an opponent who is inbounds. It hits the player taking the throw-in who has not returned inbounds. Which player is awarded the ball?

A. The player who batted the ball is given the throw-in. The ball is out of bounds because it has been touched by a player who is outside the boundary line. If in the above situation the ball is intentionally thrown or batted against the opponent standing out of bounds, the inbounds player is at fault (Rule 9, Section 5,m).

Q2. May a player taking a throw-in bounce the ball to herself as a signal to her teammates?

A. Yes, providing she passes it inbounds within five seconds, and providing no part of the ball touches within the court before she catches it again. If she bounces the ball on the line, she has carried the ball inbounds and has therefore committed a violation.

SECTION 4. IF TIME-OUT IS CALLED WHEN THE BALL IS IN PLAY and in the possession of a player, as in case of injury or in a team time-out, it shall be awarded to that player or a teammate when play is resumed, at a point out of bounds at the sideline nearest the spot where the ball was when the whistle was blown for a time-out.

SECTION 5. THE CEILING, APPARATUS, AND OTHER OBSTRUCTIONS over the playing court are out of bounds unless ground rules to the contrary have been agreed upon by the captains before the game.

SECTION 6. THE THROW-IN. If the ball goes out of bounds, it shall be put in play from the sideline by an opponent of the player who caused it to go out of bounds.

The player taking the throw-in shall release the ball within five seconds. When out-of-bounds space is limited to three feet or less, no part of *any* player within the court may come nearer than three feet to the spot on the boundary line where the ball is being thrown in, until the ball has left the hands of the player taking the throw-in. The player taking the throw-in may not step on or over the boundary line until the ball has left her hands.

Q1. A player putting the ball in play from out of bounds throws the ball across the court and out of bounds. Who is awarded the ball?

A. An opponent of the player who caused the ball to go out of bounds. The ball is put in play at the sideline nearest the spot where it went out of bounds.

Q2. A player taking the throw-in steps on or over the boundary line before releasing the ball. She realizes this and withdraws her foot to the legal out-of-bounds area and then releases the ball. What is the decision?

A. Violation. A player may not carry the ball into the court from out of bounds.

SECTION 7. IN SMALL GYMNASIUMS where the full length or width of the floor is used, a free ball shall be out of bounds when it touches the wall or when a player with the ball puts a foot against the wall. A player who touches the ball with hand, ball, or body shall not be considered out of bounds.

When the boundary line and wall meet, the player taking the throw-in shall stand with both heels on the boundary line or with one foot on the boundary line and one foot against the wall.

Rule 8. Free Throw

Definition
Procedure
Wrong Player
Wrong Basket
Double Foul
Multiple Free Throws

SECTION 1. A FREE THROW is an unguarded throw for goal by a player from a position behind the free-throw line and within the restraining circle. If made, one point is scored. The throw for goal shall be made within 10 seconds after the ball has been placed at the disposal of the player at the free-throw line. This shall apply to each free throw.

SECTION 2. PROCEDURE

a. **INDIVIDUAL FOUL.** The player who was fouled must take the free throw. If the player fouled against is to be withdrawn from the game, she must attempt her own free throw and wait for the next dead ball. In case of *injury or disqualification* of the player fouled against, the free throw must be taken by the substitute for the injured or disqualified player. The substitute must be one who was not in the game when the injury or disqualification occurred. If no substitute is available, any remaining player may attempt the free throw.

b. **TEAM FOUL.** Free throws may be taken by any player who was in the game when the foul was called.

c. **DURING A FREE THROW** the teams shall line up at the free-throw lanes within alternate lane spaces. The defensive team shall have both lane positions nearest the basket. At least one player from each team must line up at *each* of the lane lines. No more than two players from each team may line up at

each lane line No other player may be closer than three feet to those lined up along the lane lines.

d. **IF THE GOAL IS MADE,** the ball shall be put in play by an opponent out-of-bounds at any point behind the endline where the goal was scored. Time-in is taken when the ball from the out-of-bounds play touches a player on the court.

e. **IF THE GOAL IS MISSED** and the ball touches the ring, the ball is in play. Time-in is taken when the ball touches a player on the court.

Q1. May more than two players from each team line up along the lane lines during a free throw?
A. Yes. Two players from each team *must* line up; three or four players *may* line up. There may *not* be more than four players lined up along either lane line.

Q2. If during a free throw a player chooses not to take her position in the third lane space, may an opponent take that space?
A. No. If a player does not take the third space, an opponent may not occupy it.

Q3. During a free throw, must a player stand next to the lane line?
A. No. A lane space is defined as being 36 inches deep, and a player may stand anywhere in her lane space during a free throw.

SECTION 3. WRONG PLAYER. Should the wrong player take the free throw and make it, the goal shall stand unless the officials discover the error before the ball has been put in play from out of bounds. If this error is observed immediately, the goal if made shall not count. If the goal is missed and the ball touches the ring, the ball shall be in play unless the officials discover the error before the ball touches a player on the court. In either case, if the error is discovered before the ball is in play, the ball shall be awarded to the opponent out of bounds at the sideline opposite the free-throw line.

SECTION 4. WRONG BASKET. If due to an error the free throw is attempted at the wrong basket, the attempt will not count. A proper free-throw attempt must be made.

SECTION 5. SPECTATOR INTERFERENCE. If a spectator interferes with the flight of the ball during a free throw, the goal, if made, shall not count, and whether made or missed, the free throw shall be repeated.

SECTION 6. DOUBLE FOUL. In case of a double foul, no free throws are awarded and the ball is always put in play at the center restraining circle by a jump ball between any two opposing players.

SECTION 7. MULTIPLE FREE THROWS. When two or more free throws are awarded the same team, the ball is dead after all but the last free throw, at which time the procedure for a single foul is followed.

Rule 9. Violations and Penalties

Jump Ball
Handling Ball
Division Line
Lane Violations
Out-of-Bounds
Field Goal
Free Throw

A VIOLATION is an infringement for which the ball is put in play from out of bounds. The penalties for all violations are taken at the sideline opposite where the violation occurred.

SECTION 1. JUMP BALL VIOLATIONS

a. Stepping on the line or in opponent's half of restraining circle until the ball is tapped

*b. Failure of the players around the restraining circle to hold their positions until the ball has been tossed or to remain outside the restraining circle until the ball is tapped. (Opponents are entitled to alternate positions around the restraining circle if they so indicate before the official is ready to toss the ball.)

In both a. and b. the official is authorized to hold her whistle to give the jumpers an opportunity to tap the ball. After the jump, no violation is called if the ball is controlled first by a player of the offended team.

c. Tapping the ball before it reaches its highest point
d. Tapping the ball more than twice
e. Catching the ball instead of tapping it

*f. Playing the ball before it has touched the floor, basket, backboard, or has been tounched by one of the eight non-jumpers.

Q. If a jump ball is touched or tapped a second time, must the player be in her own half of the restraining circle?
A. No. Only the initial tap must be made in her half of the circle.

SECTION 2. HANDLING-THE-BALL VIOLATIONS

a. Kicking the ball intentionally with foot or lower leg
b. Striking the ball with the fists
c. Dribbling or air dribbling illegally
d. Combining an air dribble with a dribble
e. Holding the ball more than 5 seconds out of bounds, or more than 10 seconds on a free throw
f. Traveling with the ball
√g. Palming the ball – permitting the ball to come to rest in one hand while dribbling.

Q. May a player putting the ball in play following a goal move from one position to another position behind the endline in order to get a better throw into the court?
A. Yes, if no more than five seconds are taken to get the ball into the court.

√**SECTION 3. THREE-SECOND LANE VIOLATION.** A player without the ball remaining for more than three seconds in the free-throw lane while her team is in possession of the ball. This refers to the part of the free-throw lane between the free-throw line and the endline, including the line bounding this area. If she receives the ball within three seconds, she has three additional seconds to shoot or get out of the lane.

Q1. If a player receives the ball in the lane, what option does she have?
A. a. She may shoot within three seconds of receiving the ball and then stay in the lane, since a ball in the air on a try for goal is no longer in possession of her team.
b. She may pass to a teammate, but the pass must be away and she must be out of the lane within three seconds of the time she received the ball. This

assumes a successful pass and that the ball remains in possession of her team.

c. She may dribble out of the lane, but both she and the ball must be out of the lane within three seconds from the time she received the ball.

Q2. May a player without the ball remain in the free-throw lane more than three seconds during a jump ball in the free-throw restraining circle, or after the ball has been released for a try for basket and the following rebound play?

A. Yes. The ball is not considered in the possession of her team during those instances.

Q3. An offensive player has the ball out of bounds and her teammate moves into the free-throw lane. When does the official start counting for the three-second lane violation?

A. As soon as a player on the court touches the ball.

SECTION 4. 30-SECOND VIOLATION. A team in possession of the ball failing to try for goal within 30 seconds.

Q. Just after the 30-second clock signal is sounded, the ball is shot by forward on the free-throw line. Should the ball be taken out opposite the basket or the free-throw line?

A. The ball should be put in play at the sideline opposite the position of the ball at the time the 30 seconds elapsed; therefore, in this case, opposite the free-throw line.

SECTION 5. OUT-OF-BOUNDS VIOLATIONS

a. Causing the ball to go out of bounds
b. Placing the foot against the wall while in possession of the ball when playing on a small court
c. Touching the boundary line with any part of the body while in possession of the ball
d. Leaving the court without the ball and returning at a more advantageous position
e. Carrying the ball into the court from out of bounds
f. Touching the ball after putting it in play from out of bounds and before it has been touched by another player
g. Holding the ball more than five seconds out of bounds before passing it into the court

h. Passing the ball to a teammate behind the endline after positioning oneself to put the ball in play following a field goal
i. Entering the court at a more advantageous position after an out-of-bounds play
j. Touching or stepping over the boundary line while guarding an opponent taking a throw-in. No violation shall be called if the penalty is to the advantage of the team committing the violation
k. When out-of-bounds space is limited to three feet or less, a player inbounds failing to keep three feet away from the spot on the boundary line where the ball is being thrown in. No violation shall be called if the penalty is to the advantage of the team committing the violation
l. When out-of-bounds space is limited to more than three feet but less than six feet, a player inbounds reaching over the boundary line to guard the throw-in or to receive a pass. No violation shall be called if the penalty is to the advantage of the team committing the violation.

The *penalty* for violations listed in Section 1, 2, 3, 4, and 5 a. to l. is as follows:

Ball goes to an opponent out of bounds at the sideline opposite the spot where the violation occurred. In case of a double violation by members of the opposing teams, there shall be a jump ball in the nearest restraining circle between the players involved. If more than two players are involved, the two jumpers shall be selected by the official.

m. Causing the ball to go out of bounds by intentionally throwing or hitting the ball against an opponent.

The *penalty* for m. is as follows:

Ball goes out of bounds at the sideline to a member of the team that was struck by the ball.

SECTION 6. FIELD GOAL VIOLATIONS

a. Throwing for basket when the ball is being put in play from out of bounds

The *penalty* for a. is as follows:

Goal, if made, does not count, and the ball shall be awarded to an opponent out of bounds at the sideline nearest the spot where the violation occurred. If the goal is missed, the ball shall continue in play.

b. Goaltending

The *penalty* for b. is as follows:

For a violation by a defensive player, the field goal attempt shall be declared a goal whether made or missed, and the ball is put in play behind the endline by the team scored against. For a violation by an offensive player, the basket, if made, shall not count, and whether made or missed, the ball shall be awarded to an opponent out of bounds at the sideline nearest the spot where the violation occurred.

SECTION 7. FREE-THROW VIOLATIONS

a. Failure to attempt the free throw within 10 seconds after the ball has been awarded at the free-throw line
b. Failure to cause the ball to touch the ring or enter the basket
c. Entering a restricted area before the ball touches the ring or backboard or enters the basket–
   (1) While taking a free throw, touching the floor on or beyond the free-throw line or restraining circle
   (2) Any player touching the floor on or within the free-throw lane boundaries
   (3) Any player, other than the player taking the free throw, entering the restraining circle
   (4) Any player leaving her lane space
   (5) Any player entering the lane space of another player or extending her arms into an adjacent space.

The *penalty* for Section 7 is as follows:

If the violation is committed–

1. *By an offensive player, the goal, if made, shall not count, and whether made or missed, the ball shall be awarded to an opponent out of bounds at the sideline opposite the free-throw line*
2. *By a defensive player, the goal, if made, shall count and the ball is put in play from out of bounds at the endline by an opponent of the player taking the free throw. If the goal is missed, the free throw shall be repeated*
*3. *By players of both teams, the goal, if made, shall not count, and whether made or missed, a jump ball is taken in the nearest restraining circle between the players involved.*

On multiple free throws, if a violation is committed on any free throw before the last one, the ball is put in play following the last free throw as if no violation had occurred. If such a violation is committed–

1. *By an offensive player, the goal, if made, shall not count*
2. *By a defensive player, the goal, if made, shall count. If missed, the free throw shall be repeated*
3. *By players of both teams, the goal, if made, shall not count.*

Q1. A player commits an illegal free throw by making a shot which falls short of the basket. An opponent steps over the lane line. Is a double violation called?

A. No. The opponent is drawn into the lane because she was anticipating the ball's hitting the ring or board and ring. The ball would be given to her team out of bounds at the sideline.

Q2. On a free throw, may a player step on or over the eight-inch lane space marks?

A. These marks are considered part of the free-throw lane boundary. Any player stepping on or over the lane marks would be called for a line violation.

Q3. An opponent is standing on the lane line as the player releases a free throw. The shot is short and fails to touch the rim. Is a double violation called?

A. No. The lane violation occurred first: therefore, the free throw is repeated.

Individual Fouls
Team Fouls
Disqualifications

Rule 10. Fouls and Penalties

Although basketball is theoretically a non-contact game, it is obvious that personal contact cannot be entirely avoided when players are moving rapidly over a limited space. The personal contact resulting from such movement should not be penalized unless roughness has resulted. The rule on fouls is designed to prevent roughness in the game and to encourage good, open playing.

A FOUL is an infringement of a rule for which one or more free throws are given. If the team awarded a free throw commits a foul during the time-out period, the official shall administer the free throw(s), and play shall be restarted with a center jump.

Rule 10. Fouls and Penalties

Fouls may be called at any time from the beginning of the game until the timer's signal terminates the game. This includes the time during intermissions or when time-out has been taken by players or officials as well as during the actual playing time. Should a foul occur during intermissions, the free throw shall be taken before the succeeding quarter begins. Whether the goal is made or missed, the quarter is started with a center jump. If a foul is called during a time-out, play shall be resumed with the free throw.

When a violation immediately precedes a foul by the same or a different player, the penalty for a violation shall be imposed.

When a foul occurs simultaneously with a violation and both the foul and the violation are called, only the penalty for the foul shall be imposed.

MULTIPLE FOULS occur when one player fouls two or more opponents or when two or more players foul one opponent simultaneously. All fouls occurring shall be called and the penalty shall be imposed for each foul.

A DOUBLE FOUL occurs when fouls are called on two opponents (or other equal numbers of opponents) simultaneously. Fouls shall be recorded but penalties shall not be imposed. Play is resumed by a jump ball in the center restraining circle between any two opposing players.

A DISQUALIFYING FOUL is unnecessary roughness or unsportsmanlike behavior; for this a player is removed from the game.

Q. A line violation and personal contact occur at almost the same time. Both are observed by the same official, or the violation is observed by one official and the foul by the other. What is the proper procedure?

A. The official must decide which occurred first. If the violation was first, the ball was dead when the foul took place and the penalty for a violation would be given. An exception to this rule would be called if unnecessary roughness or unsportsmanlike conduct was involved in the foul.

SECTION 1. INDIVIDUAL FOULS. An individual foul is any foul involving and charged to an individual player. A player may be disqualified for a single offense.

The following are individual fouls:

a. *Blocking*–Personal contact which impedes the progress of an opponent with or without the ball. Blocking includes contact resulting from (1) an opponent's entering the path of a moving player without giving that player a chance to stop or change direction; (2) impeding progress of an opponent by holding both arms fully extended horizontally

A defensive player may not be penalized for maintaining her established legal position.

b. *Charging*–Contact resulting from a player with the ball moving her body or the ball into an opponent whose position is legal or whose path is already established. Contact caused by the momentum of a player who has passed or thrown for goal is a form of charging

c. *Hacking*–Hitting the wrist or forearm of an opponent in an attempt to tie the ball, stop a pass, or block a shot

d. *Holding*–Contact resulting from (1) the use of hands and/or arms which inhibits the freedom of movement of an opponent; (2) continual contact resulting in a disadvantage to the opponent.

Occasional contact which does not hinder the opponent from participating in normal offensive or defensive movement should be considered incidental and not a foul.

e. *Pushing*

f. *Tripping*

g. *Pulling or spinning an opponent* into an off-balance position while trying to take the ball

h. *Threatening the eyes* of the player in possession of the ball by using the hands in a dangerous manner

i. *Delaying the game* by unnecessary interference with the progress of the game by a player in one of the following ways:
(1) Repeatedly violating Rule 9, Sec. 5 j,k,l, page 147
(2) Attempting to gain an advantage by interference with the ball after a goal
(3) Delaying the game unnecessarily in any other manner.

The *penalty* for a. through i. is as follows:

Free throw given to opponent. If made, the ball shall be put in play from out of bounds at any point behind the endline by an opponent of the player taking the free throw. If missed and the ball touches the ring, the ball is in play.

j. *Displaying unsportsmanlike behavior* (This may be a disqualifying foul.)

k. *Unnecessary roughness*–Contact which is flagrant, unnecessarily rough, or which might cause injury to an opponent (This may be a disqualifying foul.)

The *penalty* for j. and k. is as follows:

Free throw given to opponent, and whether made or missed, the ball is put in play from out of bounds at the division line by the team fouled.

IF A FOUL IS COMMITTED–

(1) *Against a player who is in the act of shooting for goal,* the goal, if made, shall count and one free throw shall be awarded. If the goal is missed, two free throws shall be awarded. If a player in the act of shooting is fouled by two opponents simultaneously, the goal, if made, shall count, and two free throws shall be awarded. If the goal is missed, three free throws shall be awarded

(2) *Against a player before she shoots for the basket,* but if she is able to make her shot in spite of the foul, the goal, if made, shall not count and one free throw shall be awarded

(3) *Against a teammate of the player who is in the act of shooting for goal,* the goal, if made, shall count, and whether made or missed, one free throw shall be awarded the player fouled against

(4) *By a player who is in the act of shooting for goal,* the goal, if made, shall not count, and the opposing team shall be awarded one free throw

(5) *By a teammate of player who is in the act of shooting for a goal prior to the release of the ball,* the goal, if made, shall not count, and the opposing team shall be awarded one free throw

(6) *By a player after she has released the ball on a shot for goal,* the goal, if made, shall count and one free throw shall be awarded the player who was fouled

(7) *By two opponents simultaneously*, one of whom is in the act of shooting, the goal, if made, shall not count, and there shall be a jump ball in the center circle between any two opposing players.

l. *An opponent in any manner attempting to disconcert the player* taking the free throw until the ball has left her hands, or interfering with the progress of the ball on its flight to the basket.

The *penalty* for 1 above is as follows:

The goal, if made, shall count, and a second free throw shall be awarded; if missed, two free throws shall be awarded. If the second free throw is made, the ball shall then be put in play from out of bounds at any point behind the endline by an opponent of the player taking the free throw. If the second free throw is missed and the ball touches the ring, the ball is in play.

Q1. A dribbler with the ball starts to drive between an opponent and the sideline. She goes part way around the defensive player; contact occurs. On whom is the foul called?

A. The foul is called on the defensive player. If the dribbler passes her opponent and manages to get head and shoulders ahead without causing contact, greater responsibility for any subsequent contact rests with the defensive player.

Q2. Is a "moving screen" legal?

A. Yes, if no contact occurs. If contact results, a foul should be called, with the greater responsibility resting with the screener.

Q3. An offensive player has just released the ball for a shot. A defensive player in a late attempt to block the shot hits the hand of the shooter. Is this a foul?

A. Yes. Hacking should be called. The hand is a part of the ball only when it is on the ball.

Q4. If a player occasionally checks the position of an opponent by touching her, is this considered holding or blocking?

A. No. This is considered incidental contact and would not be penalized.

Q5. After a successful basket, a member of the scoring team bats or throws the ball over the sideline. Is there a rule to cover this situation?

A. Yes. A foul for unnecessary delay of the game would be called on the player. There should be no interference with the ball after a basket.

Q6. On a fast break a player drives for a lay-up. An opponent, realizing she cannot prevent the shot, deliberately fouls the shooter while she is in the air. Is this to be considered "fouled in the act of shooting"?

A. Yes. Moreover this should be considered flagrant and unnecessary roughness. The ball should be put in play at the sideline after the free throws are taken. The player committing the foul may be disqualified at the discretion of the official.

SECTION 2. TEAM FOULS. A team foul is charged against the offending team. The following are team fouls:

a. *Making an illegal substitution* in one of the following ways:
   (1) Going on the court as a substitute before reporting to the scorer and, except during intermissions, being recognized by an official
   (2) A player changing her number without reporting it to the scorer and an official.
b. *Leaving the court* without permission of an official except to confer legally with coaches at or near their benches
c. *Failing to raise arm above head* after being charged with a foul
d. *Failing to provide scorers with names and numbers* of all players and/or failing to designate the starting lineup at least two minutes before game time
e. *Taking more than the legal number of time-outs* at the request of a team
f. A coach or team follower
   (1) Entering the court, unless by permission of an official to attend an injured player
   (2) Entering a disqualified player into the game.

The *penalty* for team fouls a. through f. is as follows:

Free throw for goal is given opponents, and if goal is made, the ball is put in play from out of bounds at any point behind the endline by an opponent of the player taking the free throw. If the goal is missed and the ball touches the ring, the ball is in play.

g. A coach or team follower personally addressing officials or opponents while play is in progress or addressing officials or opponents in a disrespectful manner at any time.

The *penalty* for g. is as follows:

For the first infraction, a foul is called; a free throw is awarded. Whether made or missed, the ball shall be put in play from out of bounds at the division line by the team fouled. For the second infraction, a foul is called; a free throw is awarded. Whether made or missed, the ball shall be put in play from out of bounds at the division line by the team fouled. The coach or team follower is instructed to leave the gymnasium for the remainder

of the game. If the individual refuses to leave, the team must default the game.

Q. May a player whose name is not listed in the official scorebook prior to game time be permitted to play in the game?

A. The name of the player may be entered into the scorebook and she may participate in the game. A team foul is called and the proper substitution procedures followed.

SECTION 3. FOULS DURING LAST TWO MINUTES AND OVERTIME

*With two minutes or less of the fourth quarter and during all overtime periods, any individual foul is penalized by awarding two free throws unless the fouled player scores a field goal, in which case only one free throw is awarded. If a player is fouled in the act of shooting and misses the attempted field goal, she is awarded two free throws. In the case of multiple fouls, a maximum of three free throws will be awarded one player.

Q1. With one minute left in the game, a player with the ball is legally guarded by two opponents. She attempts to go between them, and personal contact results with both players. How many free throws will be awarded?

A. The offensive player will be charged with two fouls. Each defensive player will be awarded two free throws.

Q2. During the last minute of a game an offensive player is fouled simultaneously by two defensive players. How many fouls are called and how many free throws are awarded?

A. Each defensive player is charged with a foul. The offensive player will be awarded three free throws.

SECTION 4. DISQUALIFICATION

A player is automatically disqualified and immediately removed from the game when she has committed either of the following:

a. Five fouls
b. A single disqualifying foul.

Rule 10. Fouls and Penalties

A time-out to disqualify a player shall be charged to the officials, not to the team. Disqualification shall take place immediately after the disqualifying foul has been committed and *before* the free throw has been taken.

Q. Is a team disqualified when it has a total of five team fouls?

A. No. The opponents are awarded a free throw for the fifth foul and the game continues. Team fouls do not count toward the disqualification of a team.

INTERPRETATIONS

Inquiries on interpretations of rules must include a stamped, self-addressed envelope and should be addressed to Carolyn Moffatt, Ouachita Baptist College, Arkadelphia, Ark. 71923. In writing, please include the number of the rule and the section to which your inquiry refers. *The rules interpreter does not make decisions on protests or on the winners of games or tournaments.*

SUGGESTIONS FOR MODIFIED RULES

The philosophy of the Division for Girls and Women's Sports states that rules should be written for the highly skilled, the rationale being that it is easier to modify rules for the lesser skilled player than it is to make the rules more challenging to the highly skilled players.

The Basketball Rules Committee recognizes that there are situations where the use of official rules is impractical because of the time allocated for a game or the experience of the players. The most important consideration is, of course, that the modifications do not change the essential characteristics of the game. The official rules should be used for all competition beyond the classroom or intramural level. The committee believes that the persons best qualified to make judgments concerning modifications, when time or experience is a problem, are the teachers and coaches involved.

Some possible areas for rules modifications are listed below. Depending on the situation, any or all of these modifications might be used in a single game.

1. When time is a factor–
   a. Shorten the length of the quarters
   b. Do not take time-outs for jump balls
   c. Do not take time-outs for violations
   d. Allow a tie score to stand at the expiration of playing time.
2. When the experience of the players is a factor–
   a. Do not allow players to take or tap the ball from an opponent
   b. Allow additional team time-outs
   c. Limit the number and length of extra periods.

It is also possible that temporary rules modifications might be desirable in a teaching situation. The teacher may want to avoid using the 30-second clock when she is working on ball control or encouraging slowing the play. Even when students are not aware of a 30-second ruling, most shots are attempted within that time. She may want to call all dribbles violations in order to emphasize a passing game or giving three points for a goal scored from a screen play to encourage a specific offensive pattern. These temporary modifications are considered by the committee as teaching techniques to be used at the discretion of the individual teacher.

It should be remembered that the suggestions listed above are not official rules and that in all cases involving disagreements concerning their use, the official rules must be followed.

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SUMMARY OF BASKETBALL RULES CHANGES FOR 1972-73

1. When a disqualified or illegal player, due to an error by the scorer, has not been removed from the game, and subsequently scores a goal, the score shall stand. This is now a rule rather than an interpretation in a Question and Answer. Rule 2, Sec. 3k.
2. A *blocked shot* has not been defined as a successfull attempt by a player to prevent an opponent from completing a shot for the goal by either:
   a. Stopping the flight of the ball after it has left the opponent's hand or hands.
   b. Placing one or two hands on the ball while it is in the opponent's hand or hands. Rule 4.
3. The *fumble* is defined as a monetary loss and recovery of the possession of the ball by a player. Rule 4.
4. To tie a ball two players must have one or both hands so firmly on the ball that neither could gain sole possession without undue roughness. A tie ball may also occur when a blocked shot results in momentary suspension of the ball between the hands of two opposing players. Rule 6, Sec. 5, a,b.
5. The back and supports of the backboard are out-of-bounds, but all four edges of the backboard are specified as inbounds. Rule 7, Sec. 3.
6. Failure of the players around the restraining circle to hold positions until the ball is tossed, or to remain outside the restraining circle until the ball is tapped, is a violation. This is a "hold whistle" situation. Rule 9, Sec. 1b.
7. Playing the ball before it has touched the floor, basket, backboards, or has been touched by one of the eight non-jumpers, is a jump ball violation. Rule 9, Sec. 1f.
8. *Palming the ball* is defined as permitting the ball to come to rest in one hand while dribbling, Rule 9, Sec. 2g, and is a violation.
9. The three-second lane violation is now stated consistently "within three seconds." Rule 9, Sec. 3.
10. The official no longer selects two players for the jump ball when players of both teams commit a violation during a free throw. The players involved in the violation jump. Rule 9, Sec. 7c penalty 3.
11. In the last two minutes of the game, and during all overtime periods, only individual fouls are penalized by awarding two free throws. Rule 10, Sec. 3.

OFFICIALS' SIGNALS